Way of the Needle

Seldom ever found on the Material Plane, this esoteric tradition is only passed down in select weaver clans of underground kingdoms. It teaches the creation of a giant version of their signature tool, uniquely balanced for combat and forged to endure even the hardest hits.

By mastering this exotic weapon, and binding it with ki-infused silk threads, they can make use of their weaving abilities on any battlefield.

Weaver's Implement

When you adopt this tradition at 3rd level, you gain proficiency with Weaver's Tools. If you are already proficient with them, your proficiency bonus is doubled for any ability checks you make with them instead.

Over the course of 4 hours, you can expend 20 gp worth of materials to transform one longsword you're touching into a special **Needleblade**; giving it the Finesse, Thrown (20/40), Pointed, and Threadbound properties, as detailed below.

- **Pointed**
  When hitting a creature with this weapon, you can change the damage type to piercing.

- **Threadbound**
  You cannot make ranged attacks with this weapon against a creature more than 20 feet away from you. If you make a ranged attack with this weapon and miss, it immediately returns to your hand. If your ranged attack hits, you are immediately moved up to 20 feet towards the target, as you return this weapon to your hand.

You are always proficient with the Needleblade in combat. It counts as a monk weapon for you, and can be used as a spellcasting focus for any spells you may know.

In addition, whenever you activate one of your ki features while wielding the Needleblade, you can choose to make attacks with it in place of unarmed strikes; replacing its damage die with your Martial Arts die. This also allows it to be used as part of the *Deflect Missiles* feature.

You can only wield one Needleblade at a time. If you would be disarmed of it, you can use your reaction to instantly return it to your hand.

Evolved Crest

Starting from 6th level, whenever you score a critical hit or reduce a Small or larger creature to 0 hit points with the Needleblade, you gain 1 **temporary ki point**; which lasts until your next rest. You can hold a maximum number of temporary ki points equal to your Wisdom modifier, and they can only be spent on your *Weaver Arts*.

Weaver Arts

Starting at 3rd level, your tradition gives you access to a host of powerful techniques. You learn the following ki features:

Clawline

You can use your action to fling the Needleblade as a harpoon towards a target surface within 40 feet of you. Make a Dexterity check against the structure's AC. You can spend 1 ki point to succeed on this check automatically. On a success, the Needleblade latches itself to the specified point, allowing you to swing across gaps or possibly climb steep walls. As a bonus action, you can then recall your weapon or be pulled all the way towards the targeted surface.

Sharpdart

As a bonus action, you can spend 1 ki point to propel yourself 30 feet forward in a piercing lunge. This doesn't count as standard movement in your turn, and allows you to pass through the space of other creatures. Any creature within your line of movement must succeed on a Dexterity saving throw or take the Needleblade's damage roll.

Thread Storm

As an action, you can spend 2 ki points to cast the Needleblade in a whirl of silk around yourself. All creatures within 10 feet of you must make a Constitution saving throw, taking slashing damage equal to four times your Martial Arts die on a failed save, or half as much damage on a successful one. You can forgo your bonus action when using this technique to increase its effective range by another 10 feet.

Parrying Strike

Starting at 6th level, you develop an innate sense for the timing of a countermove.

Whenever you are targeted by a melee weapon attack, you can use your reaction to contest it with a strike of your own. Make a melee weapon attack with the Needleblade. If your attack roll is equal to or higher than your assailant's, their attack is fully negated.

Scoring a critical hit with this attack roll doesn't affect your assailant, but allows you to gain 1 temporary ki point as per *Weaver's Implement*.

Song of Silk (Optional)

Starting at 6th level, your Needleblade can also be used as a **Needolin**, a unique musical instrument which only you are proficient with.

As an action on your turn, you can attempt to bring forth a creature's feelings through a resonant melody woven from your Needolin. Make a Charisma (Performance) check against the Passive Insight score of a target you can see within 10 feet of you.

On a success, the target is compelled to immerse themselves in your song, giving you insight into their reasoning (if any), their emotional state, and something that looms large in their mind (such as something they worry over, love, or hate).

This process occurs over the course of 1 minute, and will be interrupted if you stop performing. After a creature is targeted with this feature, they cannot be targeted again for the next 24 hours.

You can activate this feature a number of times equal to your Wisdom modifier, regaining expended uses when you finish a long rest.

Starting from 9th level, you can use your Wisdom modifier instead of Charisma when making a Performance check with the Needolin.

Strings Unraveled - Click to play!

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Expanded Arts

At 11th level, your arsenal of techniques is further enriched. The following ki features are added to your *Weaver Arts*:

Silksoar

When using *Clawline*, you can spend 2 additional ki points to target any surface that you can see within 400 feet of you. If the targeted surface is over 200 feet away from you, pulling yourself towards it takes a total of 1d4 rounds, leaving you Restrained and Incapacitated for the duration.

Cross Stitch

After you spend a ki point to use *Patient Defense*, you can forgo your reaction for that round to enter a counter stance until the start of your next turn; reducing your speed to 0 for the duration. The next time a weapon attack misses you while on this stance, you unleash an instant flurry of attacks in response. All hostile creatures within a 15-foot cone in front of you must make a Dexterity saving throw, taking 3d6 slashing damage on a failed save or half as much damage on a successful one.

Pale Nails

Once per turn, as an action or bonus action, you can spend 3 ki points to spin mystical talons from your thread that seek out enemies. At the end of your turn, choose up to 3 creatures you can see within a 60-foot cone in front of you, and then make a ranged spell attack against each using your Wisdom modifier. On a hit, a target takes 2d8 piercing damage and 2d8 force damage. On a miss, a target has disadvantage on the next attack they make until the start of your next turn.

Perfected Needle

Finally at 17th level, your implement is sharpened to its ultimate form. You are granted the following benefits:

- Whenever you hit a creature with the Needleblade, the lowest number you must roll on the d20 to score a critical hit with subsequent weapon attacks decreases by 1; up to a minimum threshold of 17. You lose this benefit if you miss with an attack, you take damage, or you become Incapacitated.
- Whenever you successfully negate an attack through the *Parrying Strike* feature, you regain the use of your reaction on that round.
- Your temporary ki points can now be spent on any ki features you know.

Credit

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Watercolor: *u/flamableconcrete; u/CamunonZ*

Design: *u/CamunonZ*